

Title: THE WHEEL OF TIME

Author: Draken-Korin (2009)

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The Wheel of Time  
turns, and Ages come and  
pass, leaving memories  
that become legend.  
Legend fades to myth,  
and even myth is long  
forgotten when the Age  
that gave it birth comes  
again. In one Age, called  
the Third Age by some,  
an Age yet to come, an  
Age long past, a wind  
rose in the Mountains of  
the Mist. The wind was  
not the beginning. There  
are neither beginnings nor  
endings to the turning of  
the Wheel of Time.

But it was a Beginning.

-Robert Jordan

#### GUILD HISTORY

(Loosely based on books  
written by Robert Jordan  
entitled., The Wheel of  
Time.)

Although having been  
born into Sosaria in the  
summer of 1999 over  
950 years ago (1 real  
year = 100 Sosarian  
years) The Wheel of Time  
Guild (TWT) was not  
founded until early 2001.

The Wheel of Time has  
a strong foundation of  
veteran members  
dedicated not only to  
their own craft, but  
more importantly to their  
brother and sister  
members.

As we all have come to  
realize here in todays  
Sosaria, honesty and the  
desire to be a part of a

community are hard to come by. If you possess both these traits, and are interested in TWT after reading this book, please contact one of our members to discuss things further.

As the founder and guildmaster of The Wheel of Time Guild (TWT) I do not hide behind unenforced guild rules and bylaws.

The Wheel of Time (TWT) promotes and encourages all styles of play, although griefing of any kind is strictly prohibited and in all likelihood will result in removal from the guild.

Over the years I have been described as uncaring and harsh in my judgement of others, much of which is true. But if you are loyal to TWT, proud to wear its tag as a member, and most importantly represent the guild in a positive light you are one that I would consider a TWTer for life.

Those members earning positions of high rank within TWT are encouraged to deal with situations concerning, and surrounding, TWT both swiftly and just. These members are an extension of myself, sharing deep rooted loyalties for TWT as well as UO.

#### THE ONE POWER

The One Power is the force that maintains the continuous motion of the Wheel of Time. It comes from the True Source, which is seperated into two halves: saidin, the male half, and saidar, the female half.

Not everyone has the ability to "channel" the

One Power. Most men and women cannot reach it at all, of those who can, most be taught to access it to varying extents, and can go their entire lives without touching or even knowing they can touch the Source.

The One Power is "woven" in "flows" or "threads" of one of five elements: Earth, Water, Air, Fire and Spirit.

All who can channel are not born equal: some are stronger in the Power, and can hold larger quantities of it than others. Males, in general, are capable of holding more of the Power than females. while women generally are more dextrous in weaving the Power,

More vividly, males and females experience the power differently, a woman would describe it as a gentle but immense force that she must submerge herself in, while a man faces a cataclysmic torrent requiring strict control and immense willpower. In short women "embrace" saidar, surrendering to it and influencing it from within, while men "seize" saidin, manipulating it from without.

#### GUILD TITLES

The titles used in TWT are in line with the storyline that Robert Jordan, author of The Wheel of Time, has developed. The most important thing to know about The Wheel of Time Guild titles is this, they are earned, not given.

Before you receive a title as a full TWT Member, you must go

thru a "Recruit" stage. During this period your title will be "Recruit", a time not only for TWT to see how you work within the framework of our guild but for you to experience life as a potential TWT member.

As you gain experience within the guild you will be required to complete one or more trials. Being judged on numerous factors your title will change, according to your chosen path.

#### Asha'man-

The name Asha'man means "guardian" or "defender" in the Old Tongue. The word Asha'man has connotations of nobility, they will not fight for an unrighteous cause. Asha'man are men who can channel (control the One Power) and have taken part in a training founded by TWT.

Titles are as follows:

Soldier, Dedicated, and Asha'man.

#### Aes Sedai'-

An all-female group of channlers who consider themselves the caretakers of the civilized world, serving as a neutral party in Sosaria's socio-political climate. As part of a sisterhood Aes Sedai' enter into their studies within a certain group (Ajahs) largely based on personalities and goals.

Titles are as follows:

of Tar Valon,  
Accepted, and Aes Sedai'.

#### Warders-

A Warder, also referred to as Gaidin, meaning "Brother to Battle", is a person (traditionally a

male) who is bonded by an Aes Sedai' through the use of saidar. Once a Warder has completed their training they may serve the Aes Sedai' as bodyguards. In their training, they are brought to the pinnacle of melee combat, man for man, Warders are historically considered to be some of the finest fighters in Sosaria.

Titles are as follows:  
Recruit, Gaidin, Warder.

#### Maidens-

The Maidens, or Far Dareis Mai, are an all female warrior society of TWT. This sect at one point in time would only allow Spearmaidens to join their elite rank. But much time has passed since those early days, and it is now not uncommon to cross paths with Maidens of various weapon classes, as long as they have proven themselves worthy of such distinction.

Titles are as follows:  
Recruit, Maiden, Far  
Dareis Mai.

### GOALS

As a guild, we strive to create an atmosphere of companionship, friendship and family; a strong body of people coming together in spirit and like mind.

Integrating all aspects of the game from social activities, hunting, merchant crafting, to PvP. Our desire is to create a strong backbone to our guild with quality people.

### WEEKLY EVENTS

As a family, we feel it is important to get together weekly for various activities. It

would be wonderful to see  
these nights attended by  
all.

#### COMMUNITY

As a guild, we would like  
to take what we have  
been so fortunately given,  
and offer to others who  
have just begun the  
journey thru Sosaria. To  
accomplish such goals we  
will visit Haven, Home to  
New Players, and  
introduce ourselves,  
assisting where we may.

There is truly no feeling  
like playing with a group  
of friends that you not  
only enjoy but trust.

In closing TWT, as in all  
of Ultima Online, is made  
up of real people behind  
our "character". We are  
here to relax and enjoy  
ourselves with this  
wonderful hobby.

Friends and more are  
made here. Upon coming  
to this land of Sosaria  
so many years ago, who  
would have imagined it  
would have captivated us  
as it has.

Thank you for reading.

Draken-Korin,  
TWT GM and Founder.